



Player's Manual

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THE CHRONICLE OF DEEDS

It was precisely one year ago that Eidolon came to our world of Thyrrion. On the evening before his arrival, a rain of fire streamed down from the sky, scorching citizens and buildings alike on the four continents of our fair planet. By dawn the populace was fearful and demoralised, and they fell quickly before the march of Eidolon's vile Golems. The attack was bold and carefully executed. All four continents had fallen by midday: a sad tribute to the withered resistance of our four mighty nations. Even now I am shamed to think of it.

Now, a full year after the conquest, Thyrrion still huddles in a state of constant fear and dread. The conquest has ended, and many humans yet survive—but in these times of trouble, life itself is a meager blessing. Eidolon's minions overrun the land and kill its populace for sport. The cleverest humans make themselves unobtrusive, avoiding Eidolon's creatures and attempting little more than to survive. It is under these dreary conditions that I write the manuscript you now hold in your hands.



LEGACY OF THE SERPENT RIDERS

Several hundred years ago, in the time we now call the Age of Dreams, there were rumours of the Serpent Riders. The Serpent Riders were a trio of horrifying demons, wielding powerful magic and commanding vast, formidable armies. They possessed the power to travel from world to world—and everywhere they went, they spread chaos and despair. Their motives were unclear, but their goals were obvious: they wished to possess. That which they could not possess, they strove to destroy. No world was immune, not even our beloved Thyryon.

So went the rumours, but few took heed. Some dismissed them as the ravings of a madman, or as fairy tales told to frighten children. Others disputed the very foundation of the stories, denying the existence of worlds beyond our own. And still others took comfort in obscurity: if other worlds did indeed exist, why should the Serpent Riders trouble themselves with Thyryon?

How naïve, in retrospect, were our great civilisations. The portents were numerous and easily read, but none—not even I, Sage of Mur—gave them more than a cursory glance. And now we have paid for our ignorance, as all that was prophesied has come to pass. The four great continents of our world have been overrun by demonic hordes, their denizens crushed, scattered and cruelly enslaved.

Our world is, by any measure, utterly lost—and yet I cannot bring myself to believe it. Despite all that I have seen, I assure myself that salvation is yet possible. To this end I write the volume you now see before you. It is a history of the Serpent Riders' assault on our world, and, hopefully, the counterattack that will free us of their dominion.

At present time, the populace has little fuel for hope. None have risen to challenge the dark armies of Eidolon. Still, I continue to maintain my faith. In dreams and visions I have seen a band of unlikely saviours, a defiant flicker in the darkness that cloaks our world. Who these heroes are, I cannot say—but I shall present my visions in the pages of this chronicle.

My visions, in fact, are our only reason for hope. They suggest an end to Eidolon's reign, and the possibility of our world's restoration. Instead of calling this history The Fall of Thyryon, therefore, I have named it The Chronicle of Deeds, after the deeds of unknown warriors that will hopefully save us all. These deeds may never be realised, but I steadfastly maintain that they must—for I shudder to think of the alternative.

- Themedes, Sage of Mur





THE SERPENT RIDERS

In ages past, the steppe dwellers of Kazul-Mokh prophesied the coming of Eidolon and his brethren. But to understand their stories, one must first understand their view of the universe.

In the steppe dwellers' eyes, Thyrion is just one of many worlds. The other worlds of our universe appear as stars in the evening sky. By the steppe dwellers' reckoning, there are precisely one thousand worlds beside our own, each appearing a single brilliant star. But this view of the universe poses many questions. What lies between the stars? What holds each world in place?

According to the steppe dwellers, the universe is filled with a clear but viscous gas known as Aether. The Aether is to the universe what water is to the ocean; it holds the stars in place, and fills the void between them. A great crystal sphere encircles the Aether, preventing it from escaping. Beyond this celestial sphere lies darkness: the very darkness we see when the sun sinks below the horizon. This darkness is an uncharted land of powerful demons and evil spirits, each slaving to crush our petty worlds, but prevented by the great crystal barrier.

The steppe dwellers tell of a brilliant magician who, seeking to travel to distant worlds, fashioned a ship of ironwood and silver to journey through the Aether. When the ship was complete he climbed aboard and sailed into the night, just as a mariner would take to the seas. The journey proceeded smoothly for countless days, but then disaster struck: the ship's gossamer sails were torn in a great storm of Aether. Unable to steer or otherwise control his craft, the helpless magician watched his ship glide past the brilliant stars he had hoped to visit. Closer and closer loomed the celestial sphere, and the darkness beyond; the magician watched it approach with a mixture of dread and fascination.

Finally, the magical ship collided with the barrier. The vessel's silver prow punctured the crystal sphere and cracked it open, allowing a trio of demons from the darkness beyond to slip into our universe. Horrified at the tragedy he had caused, the magician worked a final, mighty spell to close the rift, exchanging his life for the power to seal the cosmic barrier. He died quietly in the darkness between worlds, wondering if our universe would survive the terror he had unleashed. He would never know the answer, and neither, yet, do we.

So goes the story. Whether truth or fiction, it remains our best guess as to the origin of the Serpent Riders. Many have dismissed this tale as mere superstition, but I choose to believe it. Why? Just as the steppe dwellers foretold the arrival of the Serpent Riders, they also foretold the trio's demise. For this reason alone, I fervently hope their prophecies are correct.

D'SPARIL

According to the texts of Yavenar the Astromancer, the Serpent Riders' first attack occurred two thousand years ago, on a remote world whose name is forever lost. This world was a place of dense population and seven mighty nations. The Serpent Riders subjugated the world's seven great leaders by trickery and guile, for they had not yet attained their full power in this universe, and could not crush the world through forthright aggression. One by one the nations fell, as if by clockwork; their corruption and decayed traditions had left them vulnerable to the Serpent Riders' deception.

When the seven great nations had been subverted, they were left to fight amongst themselves. D'Sparil, the youngest and weakest of the Serpent Riders, was left behind to act as puppeteer. He gleefully pulled the strings of each nation, pitting former allies against each other, and sending peaceful nations to battle. He planned to continue this cruel game until every nation had collapsed under the weight of war and famine. The two elders, meanwhile, departed. It was their intention to wreak havoc in new and unsuspecting worlds.

Only the Sidhe, a race of heretical elves hiding in the secret places of the world, were left untouched by the Serpent Riders' poison. Recognising the threat to their world, the Sidhe elders contrived a mighty spell that crushed the greatest of the Serpent Riders' armies, leaving behind only a fraction of the mighty horde. But D'Sparil, sensing the source of the magic, retaliated with a storm of pure energy that killed the elders to a man.

In the wake of this great magical battle, with the world apparently withered beyond salvation, a single nameless Sidhe assaulted D'Sparil's stronghold: The City of the Damned. Using the Sidhe elders' Tomes of Power, mighty artifacts that enhanced the properties of his weapons, this lone elf scored an improbable victory against the forces of evil. D'Sparil was crushed and his minions killed or scattered. Though merely a shadow of its former self, the world was finally free of the Serpent Riders' poisonous influence.



KORAX

The next target of the Serpent Riders' wrath was Cronos, a populous human world. Cronos was a land of unification and oppression, where all of humanity bowed to the triumvirate of Legion, Arcanum, and Church. These three institutions controlled every aspect of Cronos, each exerting power over a meticulously defined sphere of influence. As such, Cronos was both disciplined and fragile: by subverting the leaders of these three institutions, the Serpent Riders instantly gained control of the entire world. Zedek, Marshal of the Legion, Traductus, Grand Patriarch of the Church, and Menelkir, Arch-Mage of the Arcanum succumbed quickly to the Serpent Riders' promises of immortal life.

As before, a single Serpent Rider was left behind once the world was largely enslaved. This time it was Korax, the second most powerful Serpent Rider.

On Cronos there was no such thing as the Sidhe, no secret conclave to expunge Korax's grand army. But there were three brave souls who fought against Korax's might: Baratus of the Legion, Parius of the Church, and Daedolon of the Arcanum. Together, these three adventurers fought their way through the twisted realms of Cronos, ultimately defeating the chitinous horror that was Korax. Their victory marked a grand day for all of humanity, once again signaling the vulnerability of the dreaded Serpent Riders.

EIDOLON

Eidolon's power is immense, his grip on our world absolute. Some citizens believe his hellish reign must come to an end, and look to the improbable victories against D'Sparil and Korax for inspiration. But for most, the future is uncompromisingly bleak. Eidolon, the oldest and strongest of the Serpent Riders, is reputedly many times more powerful than his vile brethren. He is certainly aware of the weaknesses that led to the downfall of D'Sparil and Korax, and will do his best to guard himself against similar circumstances. Indeed, he has already taken such measures: in addition to his own troops, he has surrounded himself with the remnants of Korax's and D'Sparil's broken armies.

The task at hand is formidable. Whoever challenges Eidolon must destroy his minions on all four continents, then challenge Eidolon himself within his ebon stronghold. The dangers are great, from beginning to end. The dank jungles of Mazaera seethe with giant Scorpions and Spiders, while the pyramids of Thysis are replete with Mummies and dreaded Stone Golems. No less formidable are the horrors lurking in the ruined cities of Septimus, or behind the crenellated walls of Blackmarsh.

Despite all these travails, there is yet another peril: the Four Horsemen of the Apocalypse, who serve Eidolon as generals. Each governs one of the four great nations, and each must be defeated to end Eidolon's infernal dominion. Can any hero, however powerful, face all these perils and emerge victorious? Only time will tell.



THE LANDS OF THYRION

What challenges and perils await those who would strive against Eidolon's might? Aside from Eidolon's ravaging armies, the land itself presents formidable challenges. For those unfamiliar with Thyrior, I will now present a brief introduction.

CONTINENTS

Any hero wishing to clear the land of Eidolon's minions must visit all four of Thyrior's great continents: Blackmarsh, Mazaera, Thysis and Septimus. These lands all possess their own unique perils and challenges, many of which are unknown even to me.

Blackmarsh

A land of cold rain and dark, decaying castles, Blackmarsh appears harsh and uninviting to the casual visitor. It has become even less so since the coming of Eidolon: once-quiet villages and fortresses have now been overrun with Golems, Fallen Angels, and a host of other vile creatures.

Any hero wishing to rid Blackmarsh of evil would have to fight his or her way through several distinct locales: the Grand Cathedral, the Underhalls, the Mage's Tower, and more. Eidolon's minions have also infested the sewers beneath Blackmarsh's greatest cities—and these, too, must be expunged of their evil denizens.

Eidolon's inner sanctum is rumoured to lie somewhere within the lands of Blackmarsh, though none can attest to this with any certainty.

Mazaera

Mazaera is a land of lush rain forests and nomadic tribesmen. A few scattered centres of civilisation have been carved from the heart of Mazaera's steamy jungles, but the remainder of the continent remains largely untouched by man.

Mazaera is filled with the ruins of ancient civilisations, many of which have now been claimed by Eidolon. The legendary Plaza of the Sun, Court of 1,000 Warriors, and Tomb of the High Priest are all famous sites long since overrun by vile beasts. Perhaps the most formidable of these creatures is the lithe and deadly Were Jaguar, which makes its home exclusively in Mazaera's warm climate. Adventurers beware!

Thysis

Thysis is a continent dominated by desert: only the land adjoining the coast shows signs of abundant vegetation. Within this barren desert, several great empires have risen and crumbled—despite the apparent hardships of living in such a hostile climate.

The distinctive culture of Thysis has always seemed unusual to denizens of other continents, and is shrouded with even more mystery since the coming of Eidolon. The great pyramids of Thysis, both whole and ruined, have been conquered by hordes of Mummies and Golems. The fantastical Palace of Horus and the forbidding Temple of Set have likewise fallen to Eidolon's inexorable onslaught. Only the mightiest of heroes will succeed in this strange, hostile land, where Scorpions run rampant, and sealed tombs conceal horrors beyond mortal imagination.

Septimus

The most heavily populated of Thyrior's four continents, Septimus is a land of urban decadence. Its citizens are cosmopolitan, sampling the best that Thyrior has to offer from the comfort of their richly appointed palaces.

Unfortunately, the wealth and comfort of Septimus bred complacency and sloth. Aside from the ascetic devotees of Kravnos, Septimus' citizens were ill prepared for the coming of Eidolon. Septimus' grand structures fell within hours of Eidolon's initial assault: the grand Forum, the multitudinous temples, the famous bath houses and hanging gardens. All these grand locales were conquered in record time, and Septimus' citizens were forced to watch their carefully built cities reduced to ruins overnight.

Eidolon's minions keep a particularly strong vigil over Septimus, due to its wealth and importance in the workings of Thyrior. Led by deadly Medusas, these armies will present a formidable challenge to even the mightiest champion.

HAZARDS AND PECULIARITIES OF THYRION

As the reader may not be familiar with the lands of Thyrior, I shall endeavour to describe the perils and peculiarities that are found throughout our lands. Monsters are not the only challenge to face a would-be hero; the land itself is replete with untold dangers.

Precipices

Thyrior is a land of steep precipices and narrow gorges. In many cases Eidolon's minions have used this feature to their advantage, occupying fortresses riddled with dangerous drops, and forcing would-be heroes to brave these perils before challenging the fortress' occupants.

Rivers and Lakes

Rivers and lakes are scattered across the world of Thyrior. Just as Eidolon's minions have chosen to take residence near dangerous heights, so too have they staked out lairs where water is close at hand. Thanks to the swarms of deadly Hydrae inhabiting Thyrior's murky waters, the presence of lakes or pools is often of great defensive value to Eidolon.

Lava

Though uncommon, volcanic eruptions have been known to strike all across Thyrior. In certain cases, daring architects have sought to funnel molten lava through their palaces and tombs, either for decorative or defensive value.

Even the hardest of adventurers cannot withstand the heat of this lava; falling into a pit of the stuff is almost certain death.

Traps

Eidolon's creatures have devised any number of diabolical traps and snares to catch the unwary adventurer. Many of these traps involve falling sections of ceiling, magical fire that gouts from the walls, or floors that give way to sheer drops or superheated lava. These traps are so varied that I cannot list every sort: suffice it to say that a hero must be cautious when infiltrating Eidolon's strongholds, for all manner of traps are likely to abound.

Teleporters

There is a final feature of Thyrior that bears mentioning. Unlike the others, it is not a hazard.

I refer, of course, to the network of teleporters erected by Thyrior's mages many years ago. These teleporters connect important points on each of the four continents, and in some cases, connect the continents themselves. Using these teleporters is as simple as walking through a door.

Teleporters will be crucial to the fight against Eidolon, for they allow free movement among his most pivotal strongholds. Any adventurer seeking to destroy Eidolon would do well to locate nearby teleporters and use them to best effect.

THE SERVANTS OF EIDOLON

In the year since Eidolon's first conquest, many strange and deadly creatures have stalked Thyrior's shores. So that the reader might comprehend the might of Eidolon's army, I shall spare a few brief pages documenting the nature of these creatures.

SCORPION

Eidolon has bent a race of giant Scorpions to his will. These creatures are truly horrific: their deadly sting, combined with their variable size, force the citizens of Thyrior to continually watch their step.

There are two known varieties of Scorpion: the pale Sand Scorpion, which fights viciously but lacks the strength of its darker cousin, and the glossy black Bog Scorpion, whose attacks are notoriously deadly. Both are best avoided.



SPIDER

Just as Eidolon has turned Scorpions into his footsoldiers, his race of giant Spiders is a plague upon the land. Like Golems, they come in many different sizes. There are two distinct varieties of spider, each with its own colour scheme. One sports a black and yellow colorations, while the other is a muddy brown or red. The black spider is reputed to be the deadlier of the two, but the red variety is still a dangerous foe.



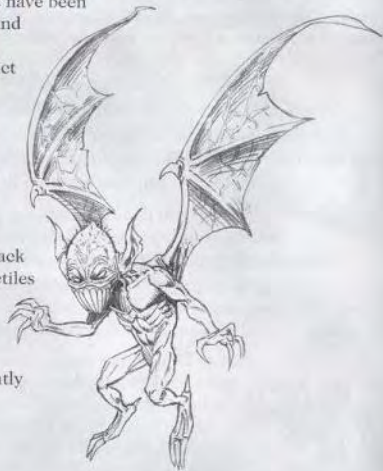
IMP



Among the weakest of Eidolon's minions, Imps are nevertheless vicious adversaries. Imps have been sighted in both the coldest and hottest of Thyron's climes. There seem to be two distinct varieties, each best suited for a particular extreme of temperature: the Fire Imp and Ice Imp. They are quite similar in physiognomy, though the Ice Imps' bodies are a frosty blue, and the Fire Imps exhibit a ruddy colouration.

Imps fly upon leathery bat wings and attack their hapless victims with magical projectiles of ice or fire—or with vicious, swooping dives. They are fragile but extremely quick, and thus quite difficult to kill.

All four continents of Thyron are currently plagued with Imps.



KNIGHT ARCHER

Eidolon's minions include a number of human and semi-human followers. In particular, Eidolon seems to favour the cadres of deadly archers who heed his beck and call. The continents of Thyron veritably swarm with roving Knight Archers, each seeking to prove his worth by slaying a foe of Eidolon's empire.



Knight Archers occupy the middle range of Eidolon's minions, both in terms of commonality and power. Their swift arrows can be deadly, while at close range these archers are forced to punch at their opponents.

Knight Archers fire enchanted arrows of two varieties. The standard Archer arrow emits a greenish glow and deals considerable damage to its target. The alternate type of arrow glows luminous red, and knocks the archer's foes backward with great force while causing an equal amount of damage as the green arrows. These red arrows are deadly tools, as they allow the Archer to buffet nearby foes back to long range—thus maintaining the optimum distance for successful archery.

Occasionally the traveller may encounter commanders of Knight Archer regiments. These men, known as Archer Lords, are considerably more skilled (and therefore deadlier) than their common minions.

HYDRA

Even as the lands of Thyron were being subverted by Eidolon's minions, the waters were likewise undergoing a horrific change. Sinewy, tentacled Hydra now prowl the dank waters surrounding Eidolon's strongholds, promising violent death for the unwary swimmer.



Hydra can rip a victim to shreds with their wickedly barbed tentacles. When their prey is too far to grapple with, they spit a corrosive bile that sears the skin and even tarnishes metal.

It's a common misconception that Hydra can harm people on land. While all agree it is true that Hydra cannot leave the water, some claim they can rear above the water line and spit their bile at humans near the water's edge. The truth of this frightening story remains to be seen.



GOLEM

Golems were the mainstay of Eidolon's first assault on Thyrior. These colossal automatons are both durable and

formidable, winning many battles through sheer intimidation. The typical Golem stands twice the height of a man, and moves with measured, ponderous steps.

Golems come in many sizes, however.

There are reports of several distinct types of Golem.

Though different varieties may appear on several continents, there are definite concentrations of particular types on each continent. The mid-sized Iron Golem, a ponderous creature of iron and lead, plagues the castles of

Blackmarsh and jungles of Mazaera. Deadly and massive Bronze Golems tread the paved streets of Septimus, while the relatively diminutive Stone Golems prowl amongst the pyramids of Thysis.

All Golems love hand-to-hand combat, where they can crush opponents under their massive, nerveless feet. Additionally, the larger Iron and Bronze Golems fire a deadly blast from magical gems set in their foreheads.

The main challenge in fighting Golems is to deal enough damage to destroy them. There are tales of agile warriors who evaded Golems' attacks with ease, but eventually grew tired of hacking at their durable opponents, and were forced to give up and run.



SKULL WIZARD

No one knows the origin of the Skull Wizards. What is known, however, is that they possess immense magical power. Skull Wizards serve as generals and councillors to Eidolon, advising him in arcane matters and overseeing the gradual destruction of Thyrior.

Skull Wizards are masters of summoning. Instead of directly attacking their foes, they like to summon lesser creatures to do battle in their stead. Spiders are reputedly their favourite subjects.


When pressed, however, a Skull Wizard is not incapable of defending itself. It can summon a magical skull to fire at enemies, and it teleports short distances whenever it feels genuinely threatened.

Even in death, the Skull Wizard is deadly. It is said that a dying Skull Wizard does not truly die, but instead is transmuted into a host of giant spiders.

Finally, it is said that the Skull Wizard is merely a lesser form of an even mightier creature, the Shadow Wizard. None have seen a Shadow Wizard and lived to tell of it, but the rumours are so persistent that its existence seems likely.



FALLEN ANGEL



Fallen Angels haunt the decaying castles of Blackmarsh. Ghostly and ethereal, they possess a surreal, deceptive beauty.


But beware! Fallen Angels rank among Eidolon's most deadly minions, and harbour no love for humans despite their charming appearance.

Fallen Angels use magic to harm their foes. Common attacks include magical bursts that seem to originate from the Angel's translucent wingtips, and a crimson, spiralling bolt of magic that rends everything in its path.

When attacked, the Fallen Angel is more than capable of protecting itself. Naturally hard to see due to their ghostlike transparency, Fallen Angels further confound their opponents by flying to and fro. When seriously threatened, the Angel can enfold itself in its own wings to ward off damage.



MEDUSA



Medusa roam the great cities of Septimus, inspiring fear in all who tread those flagstoned streets. A startling combination of woman and snake, the Medusa is capable of turning her prey to stone with a mere glance. Her head is crested with snakes instead of hair, and these snakes spit venom that sears the unwary target.

Little else is known of Medusa, for very few humans have seen one and lived to tell of it.



MUMMY



Travellers in the deserts of Thysis must constantly be wary of Mummies. These desiccated tomb dwellers are slow of foot but remarkably hardy. In the narrow confines of their decaying tombs, speed is less important than power. Wielding long sceptres to good advantage, Mummies tend to have the upper hand when fighting in their natural environs. When their foes retreat to greater distances, however, the Mummy is by no means helpless. By stamping their sceptres upon the ground, Mummies are capable of summoning flames from the earth itself, scorching hapless foes who try to

run away.

One cannot make the mistake of assuming that a Mummy is dead when its limbs have been severed. So powerful is its spirit that the Mummy will continue to attack after vital pieces of its body have been hacked off. Destroying a Mummy, therefore, is often a slow and painful process that requires the utmost diligence. Only when the Mummy has been thoroughly dismembered can an adventurer rest easy.

WERE JAGUAR



The steamy jungles of Mazaera are home to a particularly deadly foe: the Were Jaguar. Brandishing serrated swords, Were Jaguars look like a combination of great cat and conventional footsoldier, but they are considerably more deadly than either. Were Jaguars are extremely adept with both sword and shield, hacking and slashing at medium range, and bashing with their shields when an opponent draws too close.

Were Jaguars are also incredibly fast and agile. They are known to leap and dive at their foes, and roll nimbly from side to side in order to dodge attacks. Occasionally they use their great shields to reflect incoming projectiles, sometimes even turning these projectiles back upon their originator.

An even tougher race of Were Jaguar has recently been sighted in Mazaera. Dubbed the Were Panther, these beasts are supposedly even stronger and faster than their common Jaguar cousins.

RIDERS OF THE APOCALYPSE

Four grim generals carry out Eidolon's decrees upon the four continents of Thyrior. The origin of these dread beings is unknown, but none questions their power: Eidolon himself, it is rumoured, cannot fully control them.

These four abominations are known as the Riders of the Apocalypse. Mounted on dire steeds, these riders are known by the names War, Famine, Pestilence and Death. Who can say what dire magic they command, or what deadly powers they possess? The only certainty is this: should a wandering hero encounter one of these four beings, his life is in great peril.

EIDOLON

Any man or woman who tries to free Thyrior must do battle with Eidolon himself. Reports of Eidolon's appearance and powers are wildly conflicting, though all agree that he is potent beyond all human reckoning, and that he bears great resemblance to a creature from a nightmare.

Nothing else is known of Eidolon's powers or physiognomy. When the time comes for a hero to challenge Eidolon's dominion, we can only hope that he does not despair at the sight of this horrific fiend.

Artifacts and Armour

The world of Thyrior has always been magical. Aside from the mundane trappings of everyday society, it is relatively common to encounter relics of great power. Here is a brief catalogue of such items, from the mundane (such as torches and armour) to the fantastical. Any hero who attempts to defeat Eidolon will be forced to make good use of these resources.

Armour

Several types of armour are widely available in Thyrior. Armour slowly wears away as it sustains blows, becoming less and less effective until disintegrating entirely.

Each piece of armour is designed for a particular body shape and style of fighting. Hence, some armour is of extra value to certain heroes.

Amulet

Amulets are a magical sort of armour that greatly benefit spellcasters such as the Necromancer, but are of considerably less use to brawny warriors such as the Paladin.



Breastplate

The Paladin prefers to wear sturdy breastplates, and gains great benefits when doing so. However, breastplates do not fit well upon the Necromancer's slight frame, and confer fewer benefits upon him than any other hero.



Bracers

Bracers fit over the forearm and are used to deflect enemy attacks. The deadly Assassin is highly trained in the use of bracers. Other heroes gain some benefit from bracers, though the Crusader, who knows little of their use, is least affected.



Helmet

The Crusader is accustomed to wearing helmets, and therefore gains most value from their use. The Assassin rarely uses this armour type, though, and as such gains the least benefit from wearing a helmet.



Artifacts

A sharp-eyed adventurer is wont to acquire items that aid in the deliverance of our people. A quick wit and strong arm can only be aided by valuable found objects.

Torch

The least of any adventurer's supplies, torches are nonetheless valuable when exploring the shadowy places favoured by Eidolon's minions. They produce light for a brief span, then slowly fade. It is wise to save them for truly black areas, rather than expending them in locales where the gloom is merely a nuisance.



Healing Vial

Healing Vials are used by Eidolon's minions to repair minor wounds. The availability of these potions helps make up for the grievous lack of medics in Eidolon's ragged armies. An adventurous hero could steal any number of these vials, and thereby keep himself in good health over the course of his travels. Unfortunately, however, these glass beakers are typically too fragile to carry: they must be quaffed on the spot.



Quartz Flask

Quartz Flasks are a more substantial variety of Healing Vials. Unlike Vials, which are fragile and impossible to transport, Quartz Flasks are sturdy containers that can be ported from place to place. This portable quality, plus the fact that they're substantially more potent than Vials, makes them a handy resource in battle.



Mystic Urn

The Mystic Urn is a treasured but unfortunately rare artifact in Thyron. Mystic Urns are portable, and are capable of restoring a grievously wounded hero to complete health or beyond. Their value, therefore, is self-evident.



MANA CRYSTALS

Magic of all kinds is powered by an intangible essence called mana. Mana suffuses the earth and flows in the wind, but humans are incapable of tapping into this mana directly. To harness this mystical energy, magi capture it in specially designed crystals. Anyone who wishes to cast magical spells or utilise magical weapons must collect a number of these crystals. Mana crystals shatter as soon as they are touched, infusing the recipient with raw magical power.

As with Healing Vials, Mana Crystals are extremely fragile and cannot be transported, for they would shatter the instant an adventurer placed them in his pack.

Blue Mana

There are two distinct varieties of mana in Thyron: blue and green. Mages trap mana in different-shaped crystals, the better to easily distinguish what type of mana is stored therein. The blue mana crystal is a rare jewel indeed.



Green Mana

Green mana crystals are no less rare than blue mana crystals. They are used to power any spells or weapons that the blue variety cannot affect.



Combined Mana

On some occasions, mages capture mana of both sorts in a single crystal. These crystals are invariably red, and somewhat larger than the vessels containing blue or green mana individually.



Krater of Might

The ultimate container of mana is called a Krater of Might. Unlike mana crystals, these vessels may be carried from place to place and used when necessary. They contain sufficient power to fully infuse a single human to maximum mana capacity.



CHAOS DEVICE

Allegedly the fruit of a mad wizard's experimentation, the Chaos Device teleports its user to another part of the world. This effect is not always predictable, but it's useful when the user finds himself trapped in a room with deadly foes.



Clever uses of the Chaos Device have been reported. For example, adventurers have been known to trigger these devices as they fell to certain death, or as they struggled for air underwater. The value of a Chaos Device, therefore, cannot be underestimated.

Boots of Speed

Boots of Speed are created by secretive, unknown craftsmen. While their original purpose is not apparent to the average human, one thing is clear: by donning a pair of these boots, it is possible to attain speeds not otherwise possible. This extra speed is extremely handy in combat.



Disc of Repulsion

The Disc of Repulsion is a defensive artifact. When used, it blasts aside projectiles aimed at its user, and hurls nearby opponents back to a manageable range. These discs are extremely valuable for deflecting damaging spell effects.



Icon of the Defender

Perhaps the most potent artifact in all the land, the Icon of the Defender is a tremendous boon to its user. When activated, this artifact renders its bearer invulnerable for a short period of time. Legends abound of mighty heroes who used Icons of the Defender to slay their mightiest enemies, using the protection of the Icon to best effect by approaching their foes and attacking at close range.



The Icon's effects vary slightly when used by different individuals. The Paladin appears to turn to stone when he uses the Icon; the Necromancer is shrouded in darkness; the Assassin phases in and out of existence; and the Crusader glows with an unearthly light.

Tome of Power

The Tome of Power is a staple of all warrior guilds. Tomes such as these bestow a supercharging effect upon both mundane and magical weapons, augmenting their natural strength, and in some cases producing new effects altogether. Tomes' effects are extremely limited in duration, and are therefore best used when dealing with particularly deadly foes.



SEAL OF THE OVINOMANCER

Perhaps the most dreaded artifact of all is the Seal of the Ovinomancer. This terrible creation transforms an ordinary human (or a lesser monster) into a brainless sheep! Mages' guilds have long denied the existence of these artifacts, but all evidence points to the fact of their existence.



Sadly, the Seal of the Ovinomancer is useless against the most potent of foes. Thus, a hero with this Seal could not merely approach Eidolon and transform him into a lowly sheep. Were this the case, our beloved planet would already be free of the Serpent Rider's blighting presence.

Glyph of the Ancients

The Glyph of the Ancients is a curious artifact that behaves differently in different heroes' hands. When activated by the Crusader, the Glyph acts as a slow-moving mine that slides across the ground toward its target—and explodes.

The Necromancer drops the Glyph in place and hurries away from the spot, as it detonates in just a few short moments. The Paladin throws the Glyph like a rock and watches as it explodes into a fireball. Finally, the Assassin drops the Glyph and watches as it sprouts a magical chain that attaches to a nearby wall. The Glyph automatically explodes when anyone touches the chain.



Force Cube

The Force Cube, sometimes known as the Magical Squire, is a small object that flies up to circle its owner's head when activated. As it circles, it attacks its owner's enemies with magical beams of light.



The Force Cube lasts for only a short while, and is therefore best activated in difficult situations.

Stone of Summoning

The Stone of Summoning allows its user to summon a giant Imp that smites his foes. This Imp cannot be directly commanded, and only remains for a short while. Therefore, as with the Force Cube, the Stone of Summoning is best used when fighting multitudes of foes.



Invisibility Sphere

The Invisibility Sphere renders its user ghostly and ethereal for a short while, thus making him or her much harder to see and attack. This Sphere does not render its owner completely invisible, but is nevertheless an asset in many combat situations.



RINGS

Rings are a special class of magic item unlike all others. Whereas some items (such as Healing Vials) cannot be carried to and fro, and other items can be carried and used at their owner's leisure, rings fall somewhere in between. They can be taken from place to place, but the user cannot decide when or where to use them: their effects are triggered automatically, and last until the magical power supply has been exhausted.

Ring of Flight

The Ring of Flight was originally commissioned by King Yasvim the Unruly as a "gift" for his bothersome son. When the ring was complete he presented it to his son, but neglected to mention that its effects were limited, thus endangering a user that flew too high for too long. Yasvim was notorious for his cruel pranks.



Later the ring was copied by magicians throughout the land, and while not exactly common, the Ring of Flight can be found in many secret places throughout the lands of Thyron.

As the name suggests, the Ring of Flight bestows the power of flight upon its wearer. Flight begins as soon as the ring is picked up, and lasts for a limited time. The wearer cannot "turn on" or "turn off" this effect to conserve power, so effective use of the Ring is not always easy.

Ring of Water Breathing

The Ring of Water Breathing allows its wearer to breathe freely underwater. The ring automatically comes into use when the wearer is underwater, and stops being used when the wearer surfaces. The ring's magical energy is only drained while the ring is actually being utilised.



Ring of Regeneration

The Ring of Regeneration slowly restores its wearer to full health whenever he or she is injured. The ring does nothing when the wearer is at full health; its magical energy is only drained while the ring is busy healing its owner.



Ring of Reflection

The Ring of Reflection occasionally reflects projectiles that have been fired at its wearer. This effect is not guaranteed: sometimes the ring works, and sometimes it doesn't. Magical energy is only drained from the ring when it successfully deflects a projectile.



THE CRUSADER

In my visions, I have seen four mismatched heroes who seek to destroy Eidolon. The following pages chronicle my visions, imparting what I have seen of each. I know none of their names, but by observing them time and again in my dreams, I have come to know the heart of each. The first figure of my visions is a Crusader.

The Crusader is a holy man and a healer. Armed with both his faith and an array of mystical weapons, he is a staunch opponent of Eidolon. His superb defensive skills and mystical powers make him extremely hardy and resistant, and will serve him in good stead on his upcoming quest.

PROFILE OF THE CRUSADER

Raised in a small, wind-swept monastery in the southern hills of Blackmarsh, the Crusader is familiar with hardships of all kinds. He was taken into the monastery at an early age, after being abandoned by unknown parents at the monastery's stone gates. With only the most barren of surroundings to distract his attention, the Crusader attacked his studies with the utmost fervor. This singular lack of distractions has molded a distinct, earnest and intense personality; few can match his single-minded pursuit of knowledge, or his remarkable force of will.

The Crusader was not taught to destroy, but rather to heal. Healing, however, is sometimes a painful process: the canker that resists salves and balms must be burned or excised. As the first year of Eidolon's reign drew to a close, the Crusader realised the nature of Thyron's blight: it could not be quelled by peaceful means, but rather must be driven from the land. To this end he increased his already rigorous regimen of study, practicing martial skills in addition to the skills of the healer.

One day, as the Crusader drilled in the monastery yard with his great Warhammer, the looming figure of a Golem trudged past the ancient stone gates. Never before had Eidolon's minions ventured so far into the countryside. The Crusader realised that Eidolon had started a new campaign: he sought to rein in the wayward country folk, driving home his point by force of arms. The Crusader donned his armour and put aside his healer's herbs, knowing the time for action had finally arrived.

THE CRUSADER'S ABILITIES

Though not the most formidable of adversaries, the Crusader has several abilities that greatly aid his chances of survival. Indeed, the Crusader is perhaps the hardiest of the four heroes, armed only with the favour of his god to protect him.

The Crusader has the power to periodically heal himself, though this power is not completely under his own control. As he fights the enemies of Thyron, he is constantly learning and gaining insights. It is during his most intense combats, and hence his most intense periods of learning, that his body is apt to be completely restored. In this way, the Crusader's god rewards action over sloth.



Occasionally, when the Crusader slays an enemy, a magical sphere appears over the corpse of his foe. This sphere represents the vitality and power of the enemy. By collecting this sphere the Crusader is able to partake of his opponent's power and add it to his own. For a brief time his strength is superhuman, and he can perform feats of unlikely heroism. Eventually this power fades, however, and the Crusader returns to normal strength.

THE CRUSADER'S WEAPONS

Though his skills are those of a healer, the Crusader is nevertheless a formidable opponent. In my visions I have seen him wielding a wide array of weapons, and always to good effect.

Warhammer

The Warhammer is a powerful weapon, and particularly effective in the Crusader's capable hands. He swings it with both speed and power, laying low the minions of Eidolon who dare to venture close.

When augmented by the Tome of Power, the Warhammer is more formidable still. Under the spell of the magical book, the Crusader can hurl his Warhammer a great distance, smiting enemies from afar and enshrouding them in a storm of lightning. The hammer returns to his hands after every cast, be it hit or miss, passing through obstacles that would appear to block its return path.



Ice Mace

At times I have seen the Crusader bearing an Ice Mace, a curious weapon indeed. This weapon fires small, jagged ice projectiles that can harm enemies at a great distance. Enemies slain by the Ice Mace are frozen solid.

The Tome of Power completely transforms the Ice Mace's function. Instead of firing an ice projectile, the Mace instead causes a blizzard of frozen shards to pelt its target from above. This attack is extremely powerful, and difficult to avoid as well.



Meteor Staff

Another weapon in the Crusader's fascinating arsenal is the Meteor Staff. In its unpowered state it fires a torrent of boulders. When it hits its target, these rocks explode into smaller, but equally damaging fragments.

Augmented by the Tome of Power, the Meteor Staff produces extraordinarily powerful whirlwinds that can pick up a victim and send him flying in any direction. These whirlwinds are heavily laden with rocks, which fly out from the vortex now and again without warning.

The Meteor Staff is hardly a subtle weapon, but it makes up for this deficiency with its overwhelming power.



Lightbringer

Lightbringer is a holy relic, and the most powerful of the Crusader's weapons.

Even in its normal state, the relic is deadly: it issues forth a ray of holy light that sears and dissolves everything in its path. This ray burns evil and corruption. While some might aspire to holiness, no man or creature is true enough to stand in its path unscathed.

Like each adventurer's most powerful weapon, the Lightbringer cannot be found fully intact. Instead, two separate parts must be gathered together after they are located on his travels. Only then will the Crusader be able to harness the full power of this weapon.

The Tome of Power does not change the fundamental effect of the ray, but rather, augments it. Instead of a single beam of light, the powered Lightbringer generates three.



THE PALADIN

The Paladin, like the Crusader, is a holy man. But while the Crusader is principally a healer, and his skills emphasise defence, the Paladin is a true warrior. The favour of his warlike god protects him, but also gives him strength to smite his foes.

Few can match the Paladin in single combat. He lacks stealth and subtlety, instead relying on his mighty weapons and divine favour.

PROFILE OF THE PALADIN

The Paladin is a devotee of Kravnos the War God. The Paladin makes his home in the Great Temple of Kravnos, in the city of Mur on Septimus. He blesses the warlike citizens who seek Kravnos' aid, and like his holy brothers, he rides with the army of Mur whenever the city is threatened by external forces.

At the first coming of Eidolon, Mur was among the first cities to fall. Realising a quick counterstrike would not succeed, the devotees of Kravnos took refuge in their temple. They bided their time and looked for an opportunity to strike, meanwhile honing their martial skills to a razor-sharp edge. A fortnight before their attack, however, their secret was betrayed. An army of Golems and Imps stormed through the temple at midnight, slaughtering unprepared devotees and destroying the holy relics of Kravnos. Only the Paladin, meditating in the bell tower atop the temple, was overlooked.

Cursing the informant who gave them away, and doubly cursing his brothers' lack of preparation, the Paladin decided to act immediately. Casting aside the temple's carefully-laid plans, he grabbed his mighty sword and marched on Eidolon's stronghold. Without a clear plan of attack, his odds of success seem lean—but as the sole survivor of his temple, Kravnos will certainly be guiding his steps from afar.

THE PALADIN'S ABILITIES

During endless hours of training, the Paladin has pushed his abilities to new levels. Invoking the power of his god, he has developed magical powers unknown to the common human.

Kravnos the war god has an affinity for water. As a minion of Kravnos, the Paladin is capable of moving underwater without the same restrictions as a normal human. While others are forced to laboriously swim, the Paladin traverses the depths as if they were air instead of water. When engaged in battle with a river or lake nearby, he prefers to carry the battle underwater, where he can use this ability to great advantage.

When brought to the brink of death by his enemies, the Paladin sometimes receives a great boon from Kravnos. As the lethal blow lands, the Paladin does not die. Rather, he enters a mystical state: he grows in strength and stature and becomes a holy scourge, seeking to avenge the evildoers who tried to lay him low. In this state the Paladin cannot be killed, and his powers grow to otherwise impossible heights.



THE PALADIN'S WEAPONS

The Paladin's weapons emphasise close-range power over long-range projectiles. This lack of range is sometimes a nuisance, but he often makes up for this deficiency by closing the gap quickly, and conducting most combat at comfortably close range.

Gauntlets

The Paladin is a true fighter, and often likes to use his armoured fists as weapons.

Though his Gauntlets may seem a puny substitute for sword or axe, the Paladin nonetheless is capable of felling mighty opponents with nothing more than these humble weapons.

The Tome of Power has a supercharging effect on the Paladin's mailed fists, allowing him to knock foes hither and yon like stuffed playthings, and making it difficult for them to counterattack.

Vorpal Sword

The Paladin employs a powerful sword during most combats. This sword can be used without mana to power its magic, but its damage correspondingly decreases when there is no such power source.

When the Tome of Power is employed in conjunction with the Sword, both range and power are magically increased by a bolt of magical lightning. The Paladin can cleave an enemy in twain at fifty paces or more with the Sword thusly powered, and damage several foes in one mighty swing.



Axe

The Paladin's axe is a mighty weapon. In addition to its brutal close-range power, the axe casts a projectile that ricochets from walls and obstacles. This projectile does not stop when it impacts the Paladin's foe, but cuts right through and continues flying at lesser strength, potentially damaging several foes at once.



The Tome of Power turns the Axe's projectile into a razor-sharp wall of blades that issue forth from the Axe at various angles and explode upon hitting their targets.

Purifier

The Purifier is the Paladin's ultimate weapon: it breathes a stream of glittering shards. These shards issue forth in a deadly twin stream, rending anything that breaks its brilliant path. The two halves of the Purifier must be found and joined together before the Paladin is able to devastate foes with this holy lance.



The Tome of Power utterly changes the Purifier's effect. Instead of firing a stream of small projectiles, the powered Purifier shoots a flaming fireball that unflinchingly seeks its target and explodes upon impact.





THE ASSASSIN

The Assassin is a master of stealth, disguise and trickery. Whereas the Paladin rushes into combat with a mighty roar, the Assassin sneaks up from behind. Many of the Assassin's weapons and skills are geared toward trickery and concealment. From her devastating ability to backstab an opponent to the deadly Hand Crossbow, it is clear the Assassin is always ready for an unfair fight.

PROFILE OF THE ASSASSIN

The Assassin hails from Khitar, one of the few true cities in the jungles of Mazaera. As a child she watched her parents toil as farmers, reaping a meager harvest from the unforgiving jungle soil. A farmer's life is always difficult, but even more so in Mazaera, where the land is particularly unsuited to the task. The Assassin learned this by observation, and she learned even more as she prowled the streets of Khitar—against her parents' wishes. Wealthy folk of all description wandered those unpaved streets: gem merchants with stout bodyguards, proud mercenaries bearing gold-hilted scimitars, and slavers in ivory-trimmed palanquins. None spared a second glance for an urchin in dirty rags.

As days and years went by, the Assassin became scornful of her parents. Rich folk gained their wealth by treading upon the weak, and only weak fools would till the accursed, clay-filled soil of Mazaera. Vowing never to become a fool like her parents, she ran away at the age of fifteen and took up the dark career of the assassin. First preying upon drunkards and the unwary, she gradually learned the tricks of her bloody trade, and began to aim for wealthier victims. Her skills grew by leaps and bounds. Nobody, it seemed, was safe from her depredations.

With a small fortune accumulated in her secret lair, the Assassin soon realised she had become bored with her trade. She required ever richer victims, more and more danger, to sustain the thrill of the hunt. Who remained that could pose a challenge? Kings? Emperors? With a crooked smile, she decided upon her next victim: the richest and most powerful being on all of Thyron. Armed with Katar and Crossbow, she set forth on her quest to rid the world of Eidolon.

THE ASSASSIN'S ABILITIES

The Assassin is a master of stealth and deadly strikes. The first noteworthy ability the Assassin gains is that of stealth: she can render herself invisible when standing perfectly still in a shadowed area. It takes a few seconds for her to achieve this invisibility, but once attained, the illusion is perfect. It is rumoured that Assassins can master this skill in broad daylight when their skills are all but perfected.

The Assassin makes very little sound when moving, and is often able to surprise her victims. Creeping up from behind, she strikes before her foes acknowledge her presence. When attacking in this fashion, she is capable of dealing much more damage than she otherwise would. This ability also comes into play when the Assassin strikes a foe who knows of her existence, but allows her to get behind him. This is a rare occurrence, but occasionally significant when she fights sluggish opponents such as Golems.

The Assassin's Weapons

The Assassin's weapons are excellent for trickery and deception: the Katar is ideal for vicious backstabbing, her small incendiary Grenades can be lobbed down at unsuspecting passersby, and her deadly Hand Crossbow is excellent for picking off foes from afar.

Katar

The vicious Katar (or "punch dagger") is the Assassin's first weapon. It is the least of her weapons, but deadly nonetheless. It deals moderate damage at limited range, and can be wielded very effectively in close quarters.

The Tome of Power imbues the Katar with a viscous nerve toxin and allows the Assassin to knock back her enemies with great force.

Hand Crossbow

The Hand Crossbow is a trademark weapon of the Assassin. Light and portable, yet deadly, the Hand Crossbow fires three iron bolts for an added measure of destruction. The Assassin likes to employ this weapon against distant foes, switching to Katar before closing to short range.

The Tome of Power magically multiplies the Hand Crossbow's projectiles. Instead of three bolts, five flaming bolts are fired from the Hand Crossbow. These bolts stick in their target for a moment before exploding for additional damage.



Grenades

The Assassin wields small incendiary devices that only she knows how to construct. These clusters of Grenades tend to roll and bounce for a moment or two before detonating, and therefore require careful aim and a measure of foresight from the Assassin.



When used in conjunction with the Tome of Power, the grenades increase in size. Instead of hurling a single, small incendiary, the Assassin throws a bigger Grenade, which then detonates into many smaller explosions.

Staff of Set

The Assassin possesses a magical staff with a special power. It fires a scarab of concentrated magical energy. The Assassin may increase the potency of this staff by hesitating before firing it, and allowing magical energy to build up within.

This weapon contains power that must be earned. There are two pieces that must be joined together before it can be unleashed.



The Tome of Power imbues the Staff with a different ability. In its powered state, the restless spirits imprisoned in the staff vent their rage upon its hapless victims, wrapping them in a cocoon of razor-sharp chains and violently stripping flesh from bone.





THE NECROMANCER

The Necromancer is a self-styled lord of the dead. Though physically weak, his potent magic and dark talents make him a formidable combatant. He likes to fight from a distance, where his powerful ranged weapons can decimate even the most formidable of enemies.

PROFILE OF THE NECROMANCER

The Necromancer spent his early years in a small village of Thysis, huddled in the shadow of a monolithic pyramid. His people were lean and wiry, but the Necromancer was thinner and weaker than most. He lived in a great, cavernous house with only his aunt to mind him, his parents having died in a plague not long after his birth.

An unattractive appearance and the lack of a family conspired against the Necromancer, robbing him of confidence and making him morbidly self-conscious. His days and nights were spent inside his aunt's decaying mansion, and very rarely did he emerge. He longed for a power—any power—that would increase his stature in village society. He wished to be handsome, or strong, or wealthy, or clever in conversation. But as time wore on, and he grew from a lad to a young man, it became clear that he possessed none of these skills.

Bitter and alone, the Necromancer's desire for acceptance slowly withered into hatred. He no longer wished to impress the villagers, but rather, to frighten and punish them. His thoughts turned to the ancient pyramid that overshadowed the village. For the villagers, this monument was an object of superstitious dread. Seeking to partake of that power and dread, the young Necromancer entered the pyramid.

Within, he found what he sought: a set of ten crumbling papyrus scrolls, each inked with runes of great power. Through study and diligence he learned the magic scribed therein, and soon began to terrorise the village with legions of undead servitors.

But the coming of Eidolon quickly ended his reign of terror. No longer was the Necromancer dreaded by the villagers; Eidolon and his minions were now the focus of their dread. The Necromancer, it seemed, was no longer all-powerful.

Bitter and enraged by the helplessness welling up from within, the Necromancer came to a desperate conclusion. Eidolon must not be allowed to steal his precious power. Eidolon must be destroyed!

THE NECROMANCER'S ABILITIES

The Necromancer's skills are truly unique, and most of them revolve around Soul Spheres. When the Necromancer slays an opponent, a Soul Sphere is left behind. This sphere is invisible to all but the Necromancer. It represents the life force and vitality of the recently-slain foe. The Necromancer may collect a Soul Sphere simply by touching it, thus collecting the energy in the form of mana or healing. As the Necromancer gains skill, his chances of benefiting from a Soul Sphere slowly increase.

Soul Spheres quickly lose their potency, so the Necromancer must be swift!

The Necromancer's sickle is also a source of power. Whenever the Necromancer strikes a foe with this sickle, he has a chance to drain vitality from his opponent and add to his own health. This is not a common or predictable occurrence, but it is often helpful when the Necromancer enters precarious situations.

THE NECROMANCER'S WEAPONS

The Necromancer's weapons are, for the most part, geared toward long-range attacks. When used with skill and discretion, they are extraordinarily effective.

Sickle

The Necromancer's hand weapon is an iron Sickle. This is not the most effective of arms, but the Necromancer favours it as a symbol: like a farmer harvesting wheat, he relishes the act of harvesting souls with his Sickle. The Sickle's power is not entirely symbolic, either: occasionally the Sickle does harvest vitality from its target, transferring that vitality to the Necromancer.

The Tome of Power lends both potency and augmented range to the Necromancer's Sickle. A fully powered Sickle knocks enemies from their feet, making it difficult for them to recover and counterattack.

Magic Missiles

The Necromancer is fragile, and prefers to do his fighting at long range. Magic Missiles are his spell of choice, especially at lower levels of skill. These fiery missiles gain potency as the Necromancer himself gains potency. They're swift and not too strong, but they explode on impact for a bit of extra damage.

A Tome of Power allows the Necromancer to fire three fireballs simultaneously. These missiles lazily home in on their target, making it easy for the Necromancer to smite his foes.



Bone Shards

As the Necromancer advances his skills, he learns the powerful spell of Bone Shards. This spell projects a hail of sharp bone fragments at incredibly high speeds. These fragments shatter into yet smaller pieces upon impact. Bone Shards are particularly devastating to nearby enemies, who take the full brunt of the spell.



Used with the Tome of Power, these Bone Shards concentrate into a single projectile. This projectile is potent and damaging, and bursts into an unpredictable spray of shards upon hitting its target.

Raven Staff

As the Necromancer's most cherished weapon, the Raven Staff fires a potent blast of pure energy that forks and splits as it travels forward. Anything caught in this blast is cut and seared beyond recognition. But only after the two halves are brought together can this prize be discharged to annihilate the forces of Eidolon.



When used in conjunction with the Tome of Power, the Raven Staff acts in a completely different manner: it summons a swarm of deadly Ravens that fly forth to attack their target.



A BITTER FAREWELL

It is with heavy hand and heavy heart, dear reader, that I lay down my pen. I had hoped to write a full chronicle of the attack on Eidolon, documenting these four unlikely heroes' quest to banish him from our world. But now I must abandon my work, for my hiding place has been discovered. Golems and Fire Imps will soon swarm through this place, destroying all that they find here. There is no help for it; I must flee for my life.

The future is uncertain. I have seen it in scattered visions, but the play's final act has not been performed. Perhaps it is not yet written. Whatever the case, I pray that one of these four heroes succeeds in their quest. If not, this history—and the world that it chronicles—will be forever lost to darkness. I pray it is not so.

—Themedes, Sage of Mur

MINIMUM SYSTEM REQUIREMENTS

- Windows® 95 or NT 4.0 with 100%-compatible computer system
 - Pentium® 90 MHz processor (120 MHz recommended)
- MEMORY
- Win 95: 16 MB RAM required (24 MB recommended)
 - Win NT 4.0: 24 MB RAM required
 - Dual-Speed CD-ROM drive (300k/sec, sustained transfer rate)
 - Hard disk drive with at least 120 MB of uncompressed space available
 - 100% Sound Blaster-compatible sound card
 - Joystick and mouse-supported (3-button mouse recommended)
 - Supports network and Internet play via IPX and TCP/IP
- GL Hexen Additional Requirements
- 24 MB RAM
 - GLHexen supports some OpenGL 3D accelerator cards.
- Consult your hardware manufacturer to determine compatibility.

INSTALLING HEXEN II

To install *Hexen II* on your system, insert the game CD into your CD-ROM drive and:

- Double-click on **Setup.exe** at the root level of the CD, or
- Go to **Run...** in your Start Menu and type **d:\Setup.exe** (substitute your CD-ROM's drive letter if different from "d:")

When the installer splash screen appears, click on the **Install** button. For online help, uninstall, and credits, click the **More** button.

Note: You can return to this splash screen any time without affecting your installed game.

GETTING STARTED

In the Main menu, you can start a new single-player game by selecting the Single Player option (press **Enter**), then selecting **New Game** and choosing a player class.

You can play any of four different characters in *Hexen II*, each with his or her own special set of weapons, abilities, and attributes. Each character will be able to combat enemies and solve puzzles with varying degrees of difficulty. For instance, the Paladin may be a strong fighter but lacks magical powers, while the Assassin can kill easily but can be killed just as easily.

Playing each character requires slightly different gameplay styles, but that's the fun of *Hexen II*. Experiment and explore. You'll be surprised with the variety between the characters. For more information on each of the characters, refer to the Chronicle of Deeds.

THE BASICS OF PLAY

The goals in *Hexen II* are simple: stay alive, solve the puzzles, and defeat your enemies. Ultimately, you will face your greatest enemy, Eidolon, but your journey along the way will be far from easy.

Staying Alive

Walking: Using the **up** and **down** arrow keys will move you forward or backward at a steady pace. Turn left or right with the left or right arrow keys or by sliding the mouse in the desired direction.

Running: Hold down the shift key while pressing the arrow keys to increase your speed.

Jumping: Press the **"/** (**forward slash**) to jump. You jump farther if you're moving forward and you jump higher if you're moving up a slope. You'll be surprised at the spots you can reach in a jump. You can even avoid some attacks this way.

Swimming: When underwater, aim yourself in the direction you wish to go and press the **forward (up arrow)** key. You have full three-dimensional freedom, so use your **look-up** and **look-down** keys to swim up and down. As in real life, you may lose your bearings while underwater. Use the **jump "/" (forward slash)** key to kick straight up toward the surface.

Once on the surface, tread water by holding down the **jump** key. To get out of the water, swim toward the shore and use the **jump** key to hop out. If you're down a well or can't get a grip, you may not be able to climb out. There is always another way out, but you may have to submerge to find it.

Crouching: Press the **space bar** to squeeze into tight areas or small openings.

Flying: Certain powerups allow you to fly. In addition to your normal movement keys, use the **'D'** key to fly up and the **'C'** key to fly down.

Shooting: Press the **Ctrl** key or the **left mouse button** to fire. Hold shoot down to keep firing.

Use: The *Hexen II* key has an automatic "use" function. To push a button or open a door, walk up to it, or, in some cases, shoot at it. Remember, some walls can be pushed or pulled. To move these blocks, simply walk up to them and push in the desired direction. If a door won't open or a platform won't work, you may need to do something special to activate it.

Picking up Items: To pick up items, weapons, power-ups, or armour, simply walk over them. If you can't pick something up, it means you already have the maximum number of that item possible.

Drop Item: Press the **"** (**back slash**) to drop items

Inventory: Throughout the game, you will pick up various powerups and inventory items. To use an item in your inventory, use your **bracket keys** (**[** and **]**) to toggle between your items and then press the **Enter** key to use the selected item.

Solving Puzzles

Buttons and Floorplates: Buttons activate with a touch, and floorplates must be stepped on. If you see a distinctive looking button in a spot you cannot reach, it's probably a shootable button.

Hints: Throughout the game, there are books, plaques, and signs that can help you with puzzles. To read these items, simply walk up to them and read the text that appears on-screen.

Doors: Most doors open at your approach. If one doesn't, seek a button, floorplate, key, or inventory item.

Secret Doors: Some doors are camouflaged. Look for irregularities in the walls, protruding edges, cracks along the walls, etc. Most walls can be pushed, shot, or triggered with a nearby switch. Likewise, a switch may be more obvious than the secret door.

The Secret of Secrets: All secrets in *Hexen II* are indicated by clues. Don't waste your time hacking at every wall. It's much more productive (and fun) to use your brain and your eyes. Look up. An angled texture, a light shining under a wall, a strange sound, anything might be a clue. Something prominent in a room may be a decoration, or it might be a clue.

Defeating your Enemies

There are a wide variety of enemies in *Hexen II* that attack in many ways. Some fly, some crawl, some just swing at you with their stubby arms, but each requires a slightly different attack to defeat it. If you can't hit it with your hands, come back later and defeat it with a projectile weapon. If you can't get near it, shoot it from afar. And when you meet the Four Horsemen and the last of the Serpent Riders, be sure to have plenty of ammo and health saved up. You'll need it!

YOUR ENVIRONMENT

The Screen

The large upper area of the screen is the view area. You can adjust the size of this view area by hitting the '-' or '+' keys. Increasing or decreasing your view area will have a direct effect on game performance.

The Status Bar

Immediately below the view area is the Status Bar. Press the **Tab** key at any time during the game, and the status bar pops up to reveal much more information.

The Hub Level System

Hexen II uses a non-linear hub level system. Each hub consists of several levels. When you enter a hub, you will solve the various puzzles and defeat the enemies that lead you to the Hub Room. From this room, you access any of several teleporters that take you to other levels of the hub. Solve those levels and return to the Hub Room. Once all the levels in a hub are complete, you can move on to the next hub.

COMMANDS, MENU & CONSOLE

Keyboard Commands

Press **F1** (the Help key) or select the **Help** option from the Main Menu to get a list of keyboard commands.

By using the key configuration option from the Main menu, you can customise the keyboard to suit your fancy, except for the function keys, the Escape key, and the ~ (tilde) key.

Function Keys

F1 =	Help	F6 =	Quicksave
F2 =	Save	F9 =	Quickload
F3 =	Load	F11 =	Zoom
F4 =	Options	F12 =	Screenshot
F5 =	Multiplayer		

Weapons

Key	Paladin	Crusader	Necromancer	Assassin
1	Gauntlets	War Hammer	Sickle	Katar
2	Vorpal Sword	Ice Mace	Magic Missiles	Crossbow
3	Axe	Meteor Staff	Bone Shards	Grenades
4	Purifier	Light Bringer	Raven Staff	Staff of Set

Movement

Move/Turn	Arrow Keys
Turn	Mouse Left and Right
Jump/Swim	"?" or "/"
Run	Shift
Sidestep Left	. or >
Sidestep Right	, or <
Strafe *	Alt
Swim Up	D
Swim Down	C
Inventory Toggle	[or]
Inventory Use	Enter
Crouch	Space Bar
Drop Item	"\

Other Controls

Main Menu	Escape
Console	~ (tilde)
Look Up	A or PgDn
Look Down	Z or Del
Centre View	X or End
Mouse Look **	; or centre mouse button
Keyboard Look ***	Ins

* With the Strafe key pressed, your turning keys or mouse movements move you sideways rather than change the direction you're facing.

** Sliding your mouse forward and back looks up and down while the Mouse Look key is pressed.

*** When the keyboard Look key is pressed, the walk forward/backpedal arrows will let you look up.

MULTIPLAYER GAMES

Equally as much fun as the single player game is the multiplayer environment. Whether on a LAN or on the Internet, there are several types of multiplayer action available.

Cooperative

In a co-op game, you and your friends work together to finish each level. Each player can play any of the four character classes, and combining the strengths of each class can substantially enhance puzzle-solving ability.

Deathmatch

In this all-out melee, the sole object is to stay alive long enough to kill everyone else. The player with the most kills wins. No enemies exist in Deathmatch mode, just your so-called friends. Each player starts in a random spot in the level, and various weapons and power-ups are randomly spawned throughout. Items and player re-spawn points are randomised in *Hexen II* to allow an even playing field.

Team Games

Similar to Deathmatch, Team mode allows players to band against each other in groups. The team with the most kills wins.

Multiplayer Detailed Information

A comprehensive guide to multiplayer action is provided in the online documentation installed with *Hexen II*.

Console

The console is a command line interface that gives you access to many functions in the game engine. Although it is not necessary to access the console to play *Hexen II*, many environmental and gameplay settings can be configured through this interface. To access the console, press the tilde (~) key or go to **Main menu>Options>>Go To Console**. For a complete list of console commands, please refer to the online documentation installed with *Hexen II*.

THE HEXEN II TEAM

Raven

Project Director:	Brian Raffel
Art	
Art Director:	Brian Pelletier
Artists:	Shane Gurno, Jim Sumwalt, Mark Morgan, Rebecca Rettenmund, Kim Lathrop, Les Dorscheid, Ted Halsted
Animators:	Mike Werekle, Brian Schubart
Design	
Lead Design:	Eric Biessman
Designers:	Brian Raffel, Brian Frank, Tom Odell
Programming	
Lead Programmer:	Rick Johnson
Programmers:	Bob "The Doctor" Love, Mike Gummelt
Music:	Kevin Schilder
Sound:	Kevin Schilder, Chia Chin Lee
Intern:	Josh Weier

Activision

Producer:	Steve Stringer
Localization Producer:	Sandi Isaacs
Marketing Product Manager:	Henk Hartong
European Marketing Director:	Janine Johnson
Marketing Associate:	Kevin Kraff
Senior Quality Assurance Lead:	Tim Vanlaw
Quality Assurance Lead:	John Tam
Quality Assurance Team:	Steve Rosenthal, Mike Spann, Steve Elwell, Kelly Wand, Kip Stolberg, Igor Krinitskiy, and Ian Stevens, Marilena Wahmann
Documentation:	Mike Rivera, Sylvia Orzel, Belinda Vansickle
Localisation:	Nathalie Dove, Lucy Morgan, Alex Wylde, Nicky Kerth
Chronicle of Deeds written by:	Joe Grant Bell
Installer by:	Steve Stringer, Adam Goldberg, Tanya Martino, Eric Schmidt, Ronnie Lane
Art Assistance by:	Carey "Damien" Chico and Franz Boehm
Deal Guru:	Mitch Lasky
BizDev Babe:	Jamie Bafus

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4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound)

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Customer and Technical Support in Europe

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